

Jean-Pierre Gary

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Brooklyn, NY.

Frame.io

Jan. 2020 - Present

Technical Lead (Core)

Tasked with Leading the Core Engineering team. We work on future (and current) applications for the web. Responsibilities include scoping, resourcing and partnering with key stakeholders for long term and short term objectives. Also involved with client side development work.

Stink Studios

Dec. 2014 - Jan 2020

Technical Director

Directed and resourced multiple technology teams across projects; built systems and tooling for improved workflows and best practices across the office; collaborated closely with clients, and design to solve challenges. The role was hands-on work from pitch to post-launch; including prototyping, architecture mapping, sprint planning, coding, and documentation.

HUGE

Oct. 2013 - Nov. 2014

Design Technology Lead

Tasked as a Technology liaison between the UX and Technology Departments. Reported to the UX Department VPs, and worked across differing projects on concepting and developing cutting edge technical solutions for exclusive experiences. Built sophisticated prototypes for user testing, and production ready style guide deliverables for clients.

Thomson Reuters

July 2012 - Oct. 2013

Design Tech Director

Worked closely on building the next reuters.com entirely from the ground up. Reported directly to the Design Director, and staffed an international team located in the UK and US offices. The Design and Technology team was tasked with developing the most sophisticated user interactions of the .com and iOS apps; as well as generating bespoke experiences. Managerial responsibilities included resourcing and mentoring developers, and sprint planning. Developmental tasks included prototyping, generating tools for workflow efficiencies and new product features.

Stink Studios

Dec. 2010 - July. 2012

Senior Developer

Worked across entire technology stacks, interfaced directly with clients, and directed different teams across simultaneous projects.

Noise New York

Oct. 2007 - Nov. 2010

Interaction Designer » User Interface Director

Awards

Cannes Lions (x2), Webby's (x7), Awwwards (x3),
One Show (x2), FWA (x10), D&AD (x3) Communication Arts (x2) Clío (x1)
Sites showcased on google.com homepage (x2)

Publications

Designing News: Changing the World of Editorial Design and Information Graphics (2013)
Communication Arts Interactive Annual (2016)

Exhibitions

Ars Electronica Center, Linz Austria (2007)

Certifications

Scrum Certified (2017)

Skills Abridged

Frontend

Javascript, Vanilla, React, Apollo, Redux, Vue, WebGL, Shaders, ThreeJS, Pixi, SVG, D3, Webpack, CSS Styled-Components, SASS, Stylus.

Backend and Databases

NodeJs, Python, Django, Mongo.

Architecture/ APIs

AWS, GCP, Serverless, Distributed Systems, Wordpress VIP, Contentful, Shopify, IBM Watson, GraphQL.

Other

Swift ARKit, SceneKit, Wordpress, Drupal, Arduino. Photoshop, After Effects, Cinema 4D, Sketch, Illustrator.

Interests

Motion, Golang, Natural Language Processing, Elastic Search, Machine Learning Models.

Education

Parsons School of Design

MFA in Design and Technology
(3.9 GPA) 2005-2007

Earlham College

BA in Psychology and Studio Art and
Minor in French 2001-2005

Selected Client List

AT&T
BBC
Diageo Brands
Equal Justice Initiative
Facebook
FX Network
Google
Gucci
Guardian Life Insurance
Harvard Business Review
Intel
J.P.Morgan and Chase Bank
Reuters
Spotify
Sony
Thompson Hotels
Vice
Vitamin Water
The Wall Street Journal
Yahoo!